

IMPROVING CRITIQUE OF GAME PROJECTS WITH EXPERT AND PEER FEEDBACK

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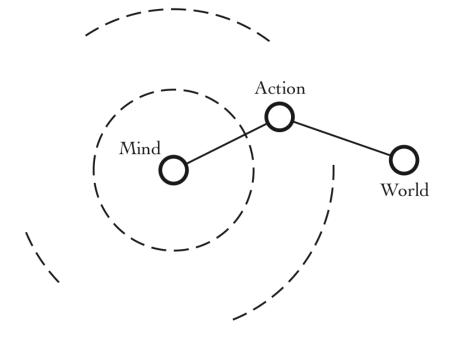


WHY IS CRITIQUE VALUABLE IN DESIGN AND DESIGN EDUCATION?











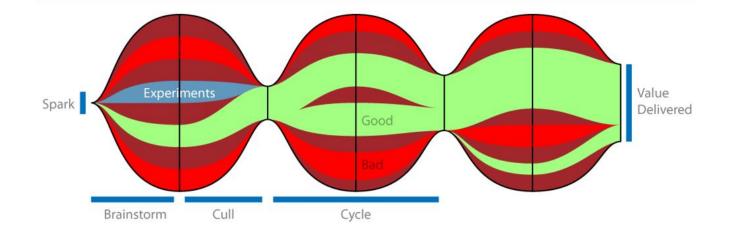


















CRITICISE TO INSPIRE

- Introduce to new and fresh **perspectives**
- Force the student outside the **comfort zone**
- Inform about the **context** students are working in





CRITICISE TO SUPPORT

- Aid in making design **decisions**
- Help with **scoping**, **framing** and keeping direction
- Motivate the student





CRITICISE TO REFLECT

- Support student awareness in that design processes are often **messy** and that that's normal
- Demonstrate the student how to work as as critical **reflective practitioner** in a creative discipline

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• Support students' communication abilities

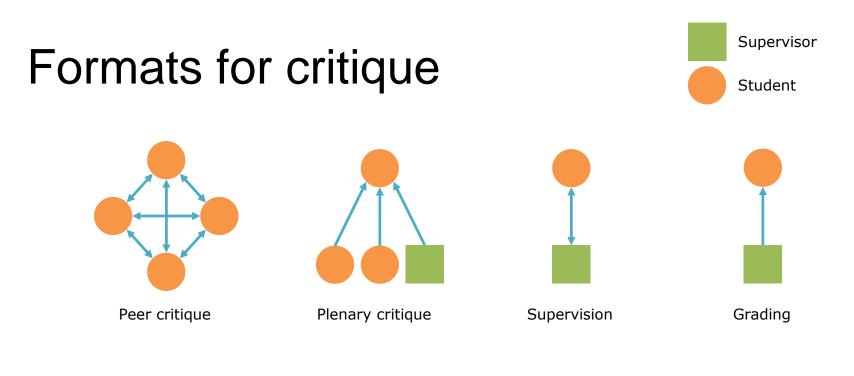


CRITICAL STRATEGIES















ROLE OVER TIME

- Beginning: support opening the design space
- During development: support focusing
- After the project: support reflection on process





CHALLENGES IN EXPERT FEEDBACK AND HOW TO OVERCOME THEM







CHALLENGE 1 HAVING THE SAME GOALS







Students who have not done anything or feel* bad at what they are supposed to be doing Students who are **not receptive** to what you tell them.

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Ask questions to make the students critics of themselves.

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Students who are **not receptive** to what you tell them.

Ask questions to make the students critics of themselves.

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Feedback on work should match the stage of development that the work is in.

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Students who have not done anything or feel* bad at what they are supposed to be doing Students who are **not receptive** to what you tell them.

Ask questions to make the students critics of themselves.

Feedback on work should match the stage of development that the work is in. Ask them what their **core** question or design goal is.

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CHALLENGE 2 COMMUNICATION





Students who are bad at **articulating** what they have done

Students who are **easily** demotivated

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Students who are bad at **articulating** what they have done

Students who are **easily** demotivated

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Separate between critique of the **product**, the **process**, and the **designer**.

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Deliver positive and negative comments **directly and on equal footing**.





Students who are bad at **articulating** what they have done

Students who are **easily** demotivated

Separate between critique of the **product**, the **process**, and the **designer**.

Deliver positive and negative comments **directly and on equal footing**. Start with identifying **good points, before critique** to not discourage.

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CHALLENGE 3 THE PROCESS





How can the student move forward with feedback?

Should all feedback be based on models and guidelines revealed to students in advance?





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Should all feedback be based on models and guidelines revealed to students in advance?

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Use concrete words, established reference points and industry terminology.

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How can the student move forward with feedback?

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Use concrete words, established reference points and industry terminology. Try to **align goals** with the student explicitly.

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How can the student move forward with feedback?

Should all feedback be based on models and guidelines revealed to students in advance?

Use concrete words, established reference points and industry terminology. Try to **align goals** with the student explicitly.

Not necessarily but the **process** should be clearly communicated, if not.









CHALLENGE 4 YOU





Impostor syndrome: who am I toYour questiontell them what to do?







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Give the students enough freedom to be responsible for their own works.





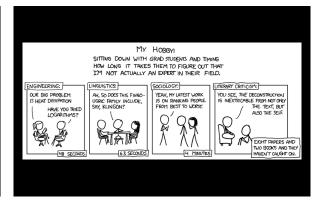
Impostor syndrome: who am I to tell them what to do?

Your question

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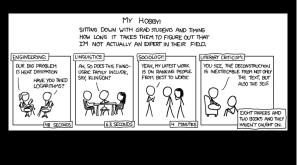
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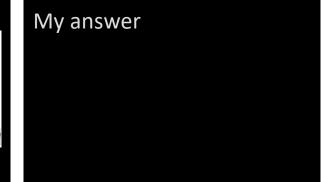


Impostor syndrome: who am I toYtell them what to do?

Your question

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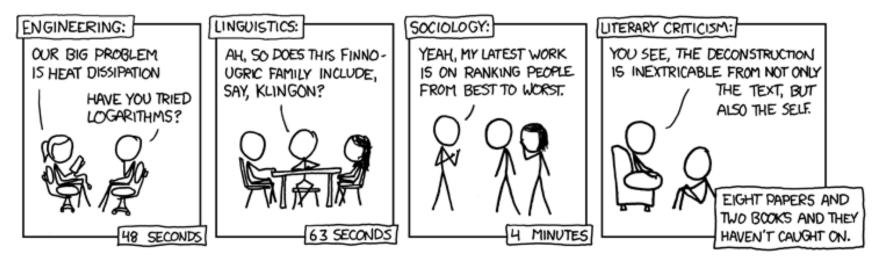
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MY HOBBY:

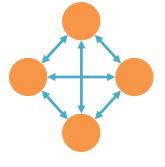
SITTING DOWN WITH GRAD STUDENTS AND TIMING HOW LONG IT TAKES THEM TO FIGURE OUT THAT I'M NOT ACTUALLY AN EXPERT IN THEIR FIELD.



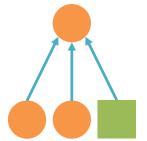


Formats for critique

Supervisor Student



Peer critique



Plenary critique









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PEER FEEDBACK







Jessica Hammer



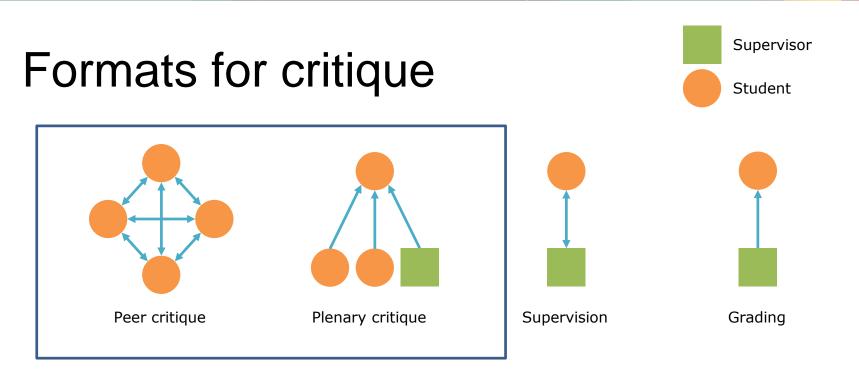












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Who?	Role	Value
Student	Feedback receiver	
	Feedback provider	
Instructor		

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Who?	Role	Value
Student	Feedback receiver	Improve self-assessment skills Easier to understand Diverse, copious, and timely
	Feedback provider	
Instructor		

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Who?	Role	Value
Student	Feedback receiver	Improve self-assessment skills Easier to understand Diverse, copious, and timely
	Feedback provider	Recognize high-quality work and internalize standards
Instructor		

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Who?	Role	Value
Student	Feedback receiver	Improve self-assessment skills Easier to understand Diverse, copious, and timely
	Feedback provider	Recognize high-quality work and internalize standards
Instructor		Expose student reasoning and skills Can scale to larger classrooms







Engagement Quality Reflection





Engagement Quality Reflection



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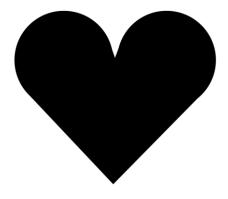
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Created by Creative Stall from Noun Project





Engagement Quality Reflection



Created by Rashida Luqman Kheriwala from Noun Project







Engagement Quality

Reflection



Created by Ralf Schmitzer from Noun Project







IMPROVING PEER FEEDBACK



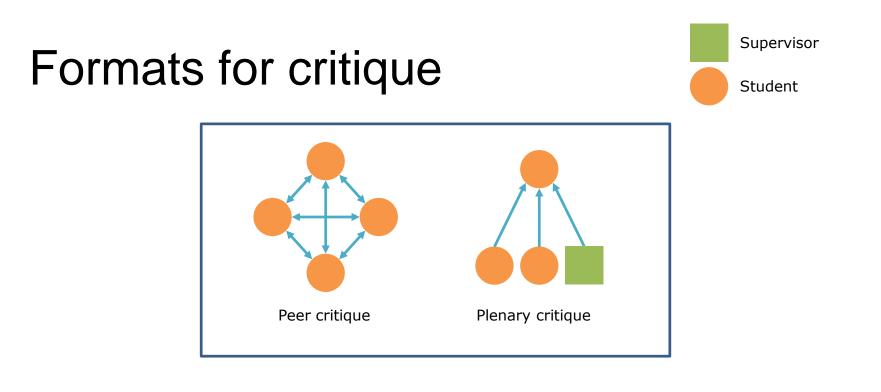


IMPROVING PEER FEEDBACK AS AN END-TO-END PROCESS

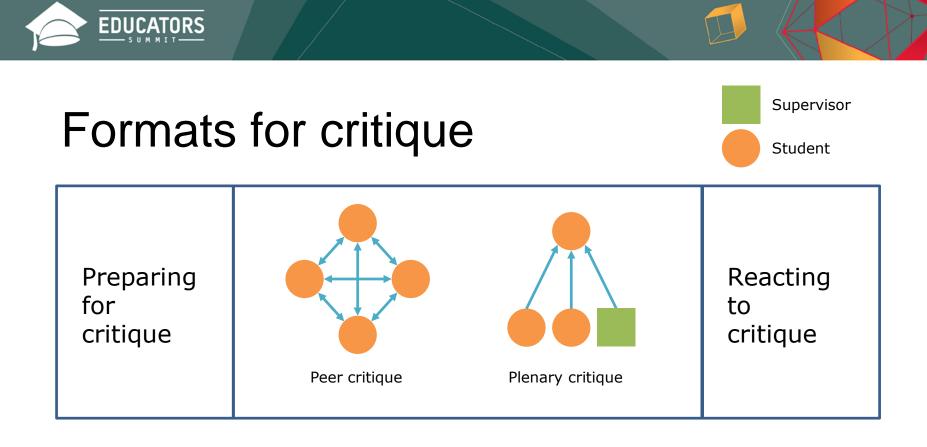
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The PeerPresents System

•	WAS ANY PART OF THE PRESENTATION CONFUSING OR UNCLEAR?
	1
	COMMENT
hamme	eri Aug 16 at 11:18
slide 22	looks like you are going to set up a comparison because points are so far apart - I was waiting
to see ot	ther data appear in the gaps
	AGREE
aato 🗚	lug 16 at 11:17
	again you can make use of the slide title rhetorically. give the finding in a snippier way in the
title	
	AGREE
	AGREE

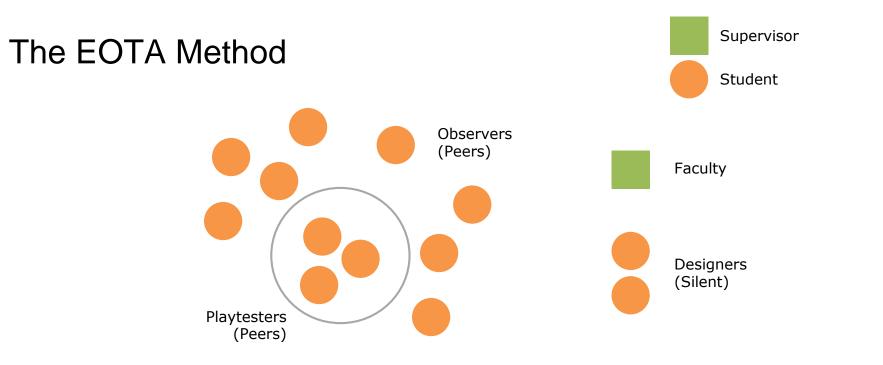




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	Engagement	Quality	Reflection
Before feedback: All participants get norm-setting			







Image: pexels.com

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	Engagement	Quality	Reflection
Before feedback: All participants get norm-setting	Reduce fear of failure	Demonstrate high- and low-quality feedback	







	Engagement	Quality	Reflection
Before feedback: All participants get norm-setting	Reduce fear of failure	Demonstrate high- and low-quality feedback	
During feedback: Providers use EOTA			







Experiences	Only playtesters	Describe experiences during play
Observations	Playtesters & peers	Describe concrete and specific observations of others during play
Theories	Playtesters & peers	Develop theories to link experiences and observations
Advice	Playtesters & peers	Offer suggestions





	Engagement	Quality	Reflection
Before feedback: All participants get norm-setting	Reduce fear of failure	Demonstrate high- and low-quality feedback	
During feedback: Providers use EOTA	Diversify participation and perspectives	Increase provision of justified and critical feedback	Provide many levels of data for teams to use





	Engagement	Quality	Reflection
Before feedback: All participants get norm-setting	Reduce fear of failure	Demonstrate high- and low-quality feedback	
During feedback: Providers use EOTA	Diversify participation and perspectives	Increase provision of justified and critical feedback	Provide many levels of data for teams to use
After feedback: Receivers create process document			









Image: pixabay.com

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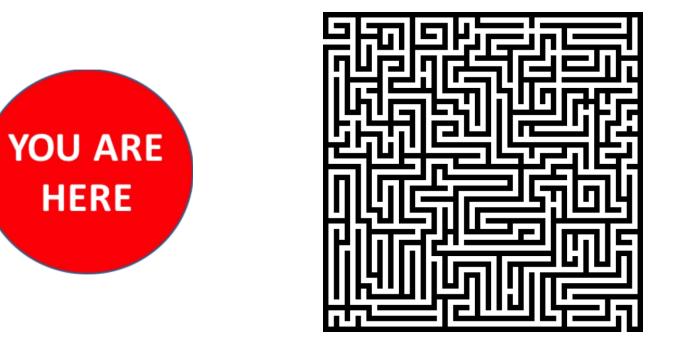


Image: pixabay.com

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Before feedback: All participants get norm-setting	Reduce fear of failure	Demonstrate high- and low-quality feedback	
During feedback: Providers use EOTA	Diversify participation and perspectives	Increase provision of justified and critical feedback	Provide many levels of data for teams to use
After feedback: Receivers create process document		Select feedback to respond to	Requires reflection on feedback use







The PeerPresents System

•	WAS ANY PART OF THE PRESENTATION CONFUSING OR UNCLEAR?
	COMMENT
hamme	rj Aug 16 at 11:18
slide 22	ooks like you are going to set up a comparison because points are so far apart - I was waiting
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	again you can make use of the slide title rhetorically. give the finding in a snippier way in the
	AGREE

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The PeerPresents System



Amy Cook, CMU

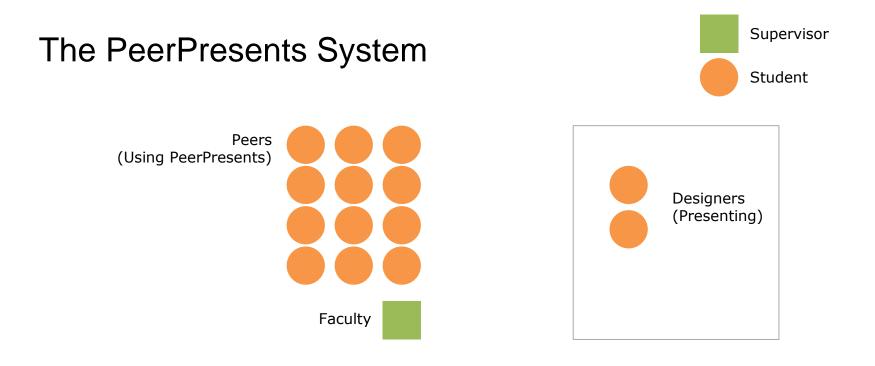


Steven Dow, UCSD















	Engagement	Quality	Reflection
Before feedback: Receivers write questions			

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WHAT WOULD YOU LIKE TO HEAR ABOUT MORE? WHAT WOULD YOU LIKE TO HEAR ABOUT LESS?

WAS ANY PART OF THE PRESENTATION CONFUSING OR UNCLEAR?

PLEASE ADD YOUR GENERAL THOUGHTS, CRITIQUES, AND COMMENTS ABOUT THE PRESENTATION IN THE BOX BELOW.



	Engagement	Quality	Reflection
Before feedback: Receivers write questions	Ownership of feedback	Elicit higher-quality feedback	Reflect on desired feedback







	Engagement	Quality	Reflection
Before feedback: Receivers write questions	Ownership of feedback	Elicit higher-quality feedback	Reflect on desired feedback
During feedback: Providers comment & vote			







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	Engagement	Quality	Reflection
Before feedback: Receivers write questions	Ownership of feedback	Elicit higher-quality feedback	Reflect on desired feedback
During feedback: Providers comment & vote	Multiple levels of engagement		Capture all data, available to instructor







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Before feedback: Receivers write questions	Ownership of feedback	Elicit higher-quality feedback	Reflect on desired feedback
During feedback: Providers comment & vote	Multiple levels of engagement		Capture all data, available to instructor
After feedback: Receiver reflection process			

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Sorted By Least Recent-

FILTER AUTHORS

FILTER QUESTIONS

- all questions
- Please add your general thoughts, critiques, and comments about the presentation in the box below.
 (33)
- Was any part of the presentation confusing or unclear? (8)
- What would you like to hear about more? What would you like to hear about less? (7)

FILTER TAGS

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0	negative (1)
0	positive (1)

Download Responses

hammerj - Aug 16, 2016 11:02 AM

Please add your general thoughts, critiques, and comments about the presentation in the box below. Talk title is hilarious but should use PeerPresents in the subtitle at bare minimum

🐽 0 🛨

evelyn - Aug 16, 2016 11:02 AM

Please add your general thoughts, critiques, and comments about the presentation in the box below. love the title - very provocative!

•• 0 +

hammerj - Aug 16, 2016 11:03 AM

Please add your general thoughts, critiques, and comments about the presentation in the box below. For this (comm talk practice) context I really want a "disagree" button in voting -"DO NOT DO THAT OH GOD NO"

🐽 0 +

x x

aato - Aug 16, 2016 11:06 AM

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	Engagement	Quality	Reflection
Before feedback: Receivers write questions	Ownership of feedback	Elicit higher-quality feedback	Reflect on desired feedback
During feedback: Providers comment & vote	Multiple levels of engagement		Capture all data, available to instructor
After feedback: Receiver reflection process	Team collaboration on reflection	Evaluate feedback quality	Structured reflection process

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Your Method Here!

	Engagement	Quality	Reflection
Before feedback: How are peers prepared?			
During feedback: How do peers participate?			
After feedback: How do peers reflect?			

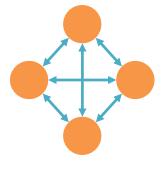






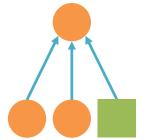
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Peer critique





Plenary critique





Supervision







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Let's talk!

Want to have a longer conversation about expert critique? Martin Pichlmair <u>mpic@itu.dk</u>

Want to talk peer feedback strategies for *your* classroom? Jessica Hammer hammerj@andrew.cmu.edu

Want to try PeerPresents? Amy Cook amyshann@andrew.cmu.edu

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